

```
ClassFile {
    u4 magic;
    u2 minor_version;
    us major_version;
    u2 constant_pool_count;
    cp_info constant_pool[constant_pool_count-1];
    u2 access_flags;
    u2 this_class;
    u2 super_class;
    u2 interfaces_count;
    u2 interfaces[interfaces_count];
    u2 fields_count;
    field_info fields[fields_count];
    u2 methods_count;
    method_info methods[methods_count];
    u2 attributes_count;
    attribute_info attributes[attributes_count];
}
```

Fig. 1

200

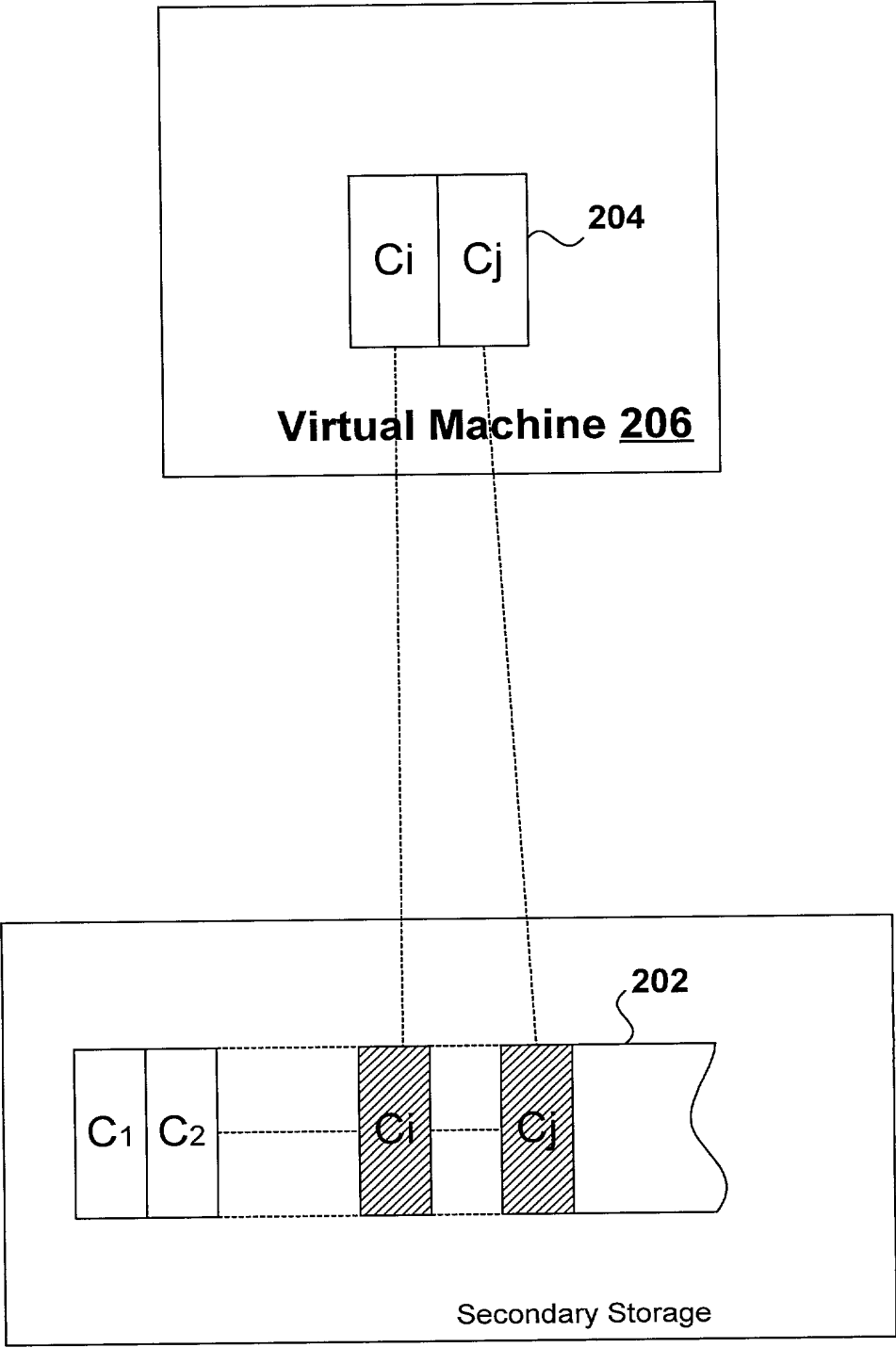


Fig. 2A

Fig. 2B is a block diagram of a system 250, including a Virtual Machine 206, a Raw Class Heap 252, and Secondary Storage 202. The Virtual Machine 206 contains a memory structure 204 with blocks Ci and Cj. The Raw Class Heap 252 is a separate memory structure. The Secondary Storage 202 contains a sequence of blocks C1, C2, Ci, and Cj, with Ci and Cj shaded to indicate they are stored in the raw class heap.

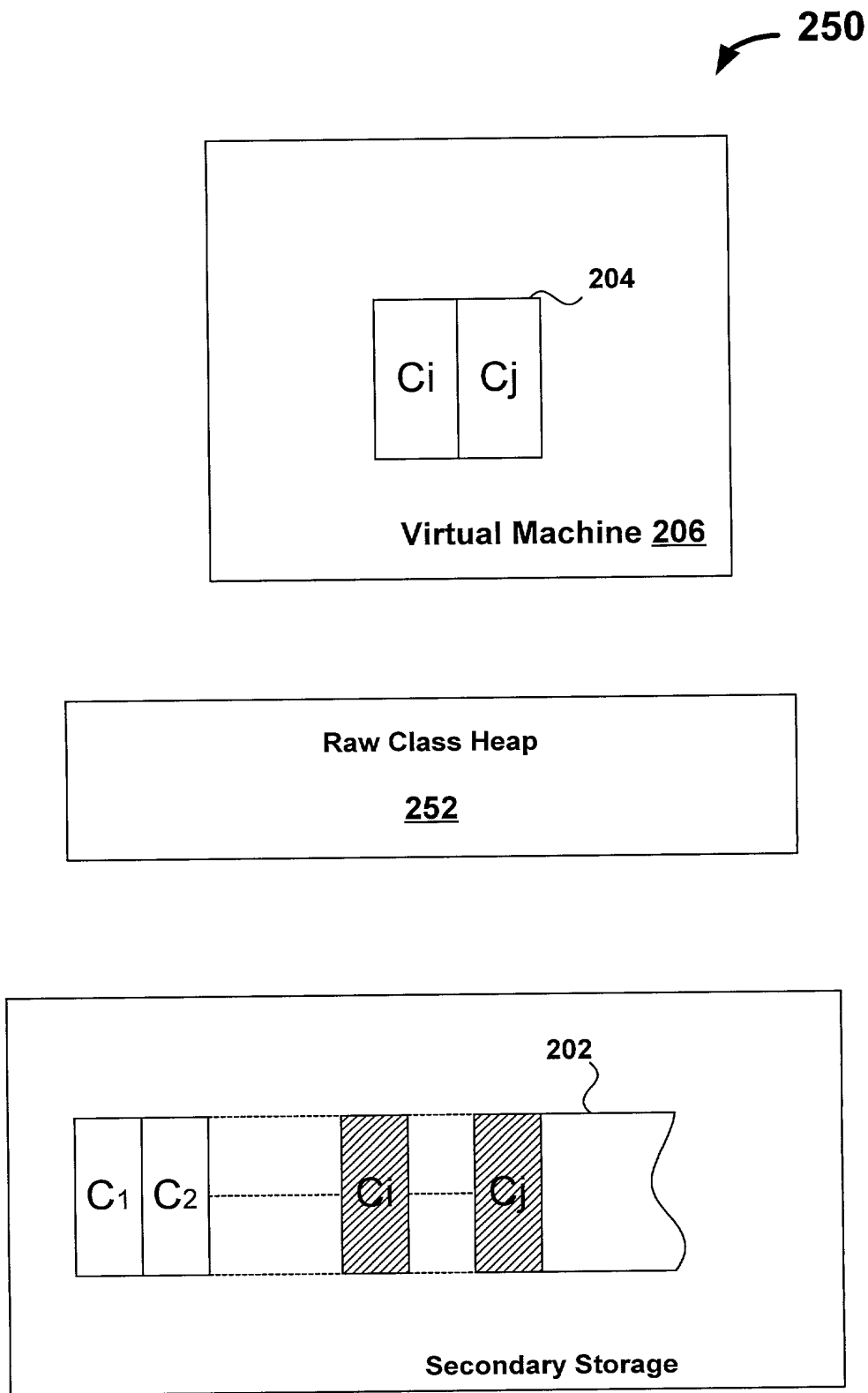


Fig. 2B

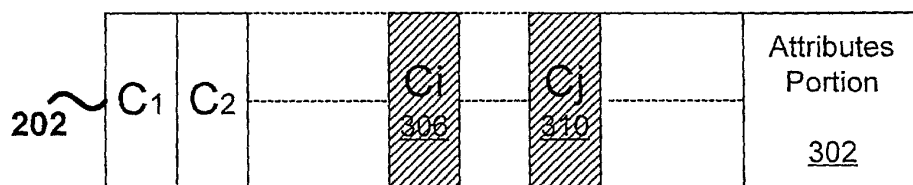


Fig. 3A

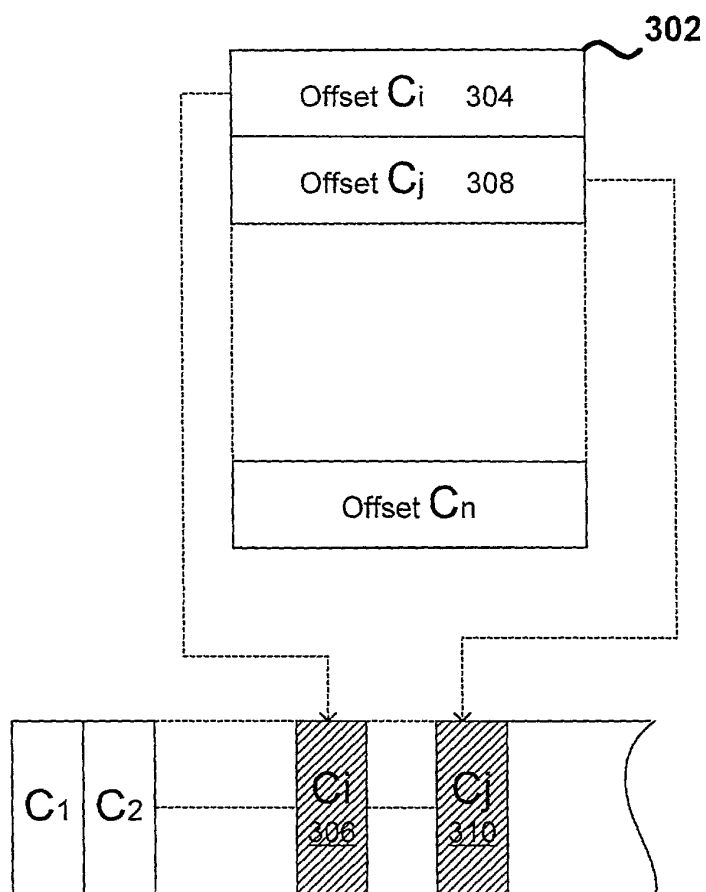


Fig. 3B

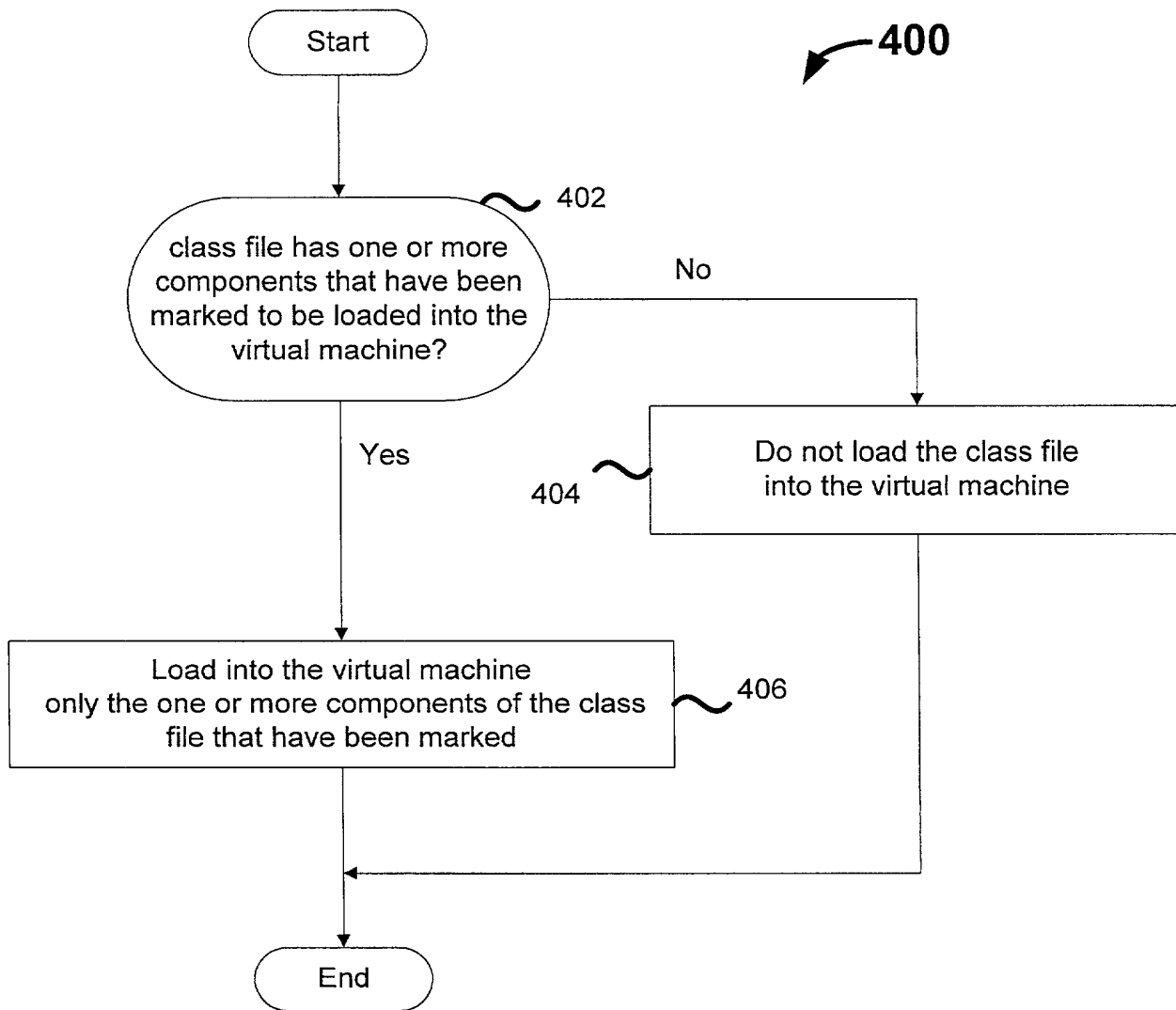


Fig. 4

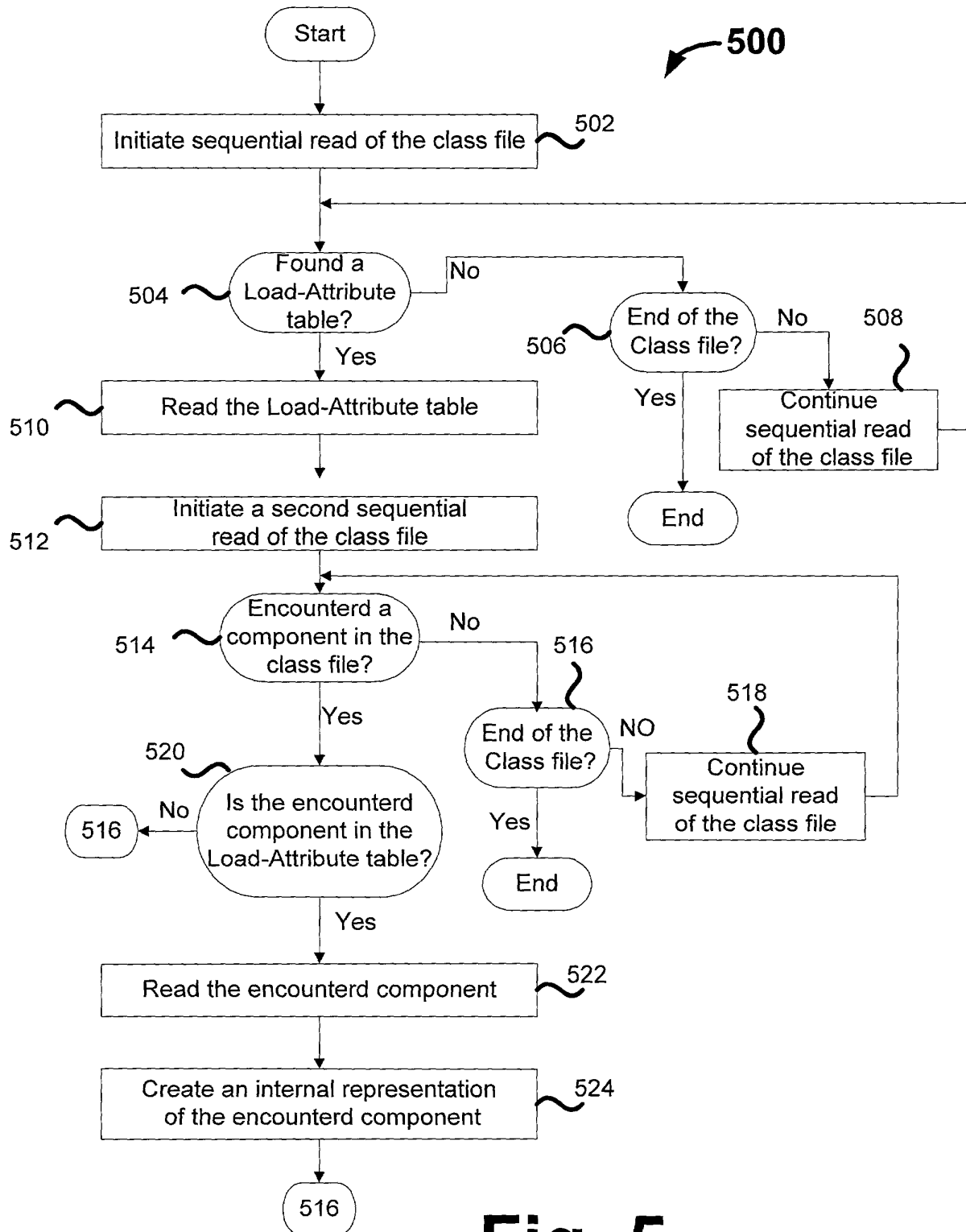


Fig. 5